

by
Paul Norman

An exciting, daring and skillful game designed for the
COMMODORE® 64™ Personal Computer Systems.

GAMES WORTH PLAYING

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CONTENTS

OVERVIEW	3
SYSTEM REQUIREMENTS	4
LOADING THE PROGRAM	4
USING THE JOYSTICK	5
PLAYING AZTEC CHALLENGE '64	5
LEVELS	6
SCORING	8
IF YOU CANNOT LOAD THE PROGRAM	8
WARRANTY	9
PROGRAMMER BIOGRAPHY	10



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**INSTRUCTIONS
FOR THE
COMMODORE® 64™
PERSONAL COMPUTER SYSTEM**

AZTEC CHALLENGE

by Paul Norman

OVERVIEW

Suddenly you find yourself in Tenochtitlan, the capital of the ancient Aztec empire in the year 1500 A.D. Montezuma, the king of the Aztecs and emperor of the Nahua nations presides over a powerful trade system with many roads stretching to different provinces. Although, protected by large standing armies, these roads of commerce are constantly harassed by renegade tribes who attempted to disrupt traffic and communication by creating deadly hazards and obstacles for the travelers. To survive, the Aztec warriors have developed amazing abilities in running, jumping and leaping to avoid the traps of their enemies. As the Empire flourishes and grows more powerful these skills are considered to be godlike. But, over the Aztecs broods a shadow of one of the most barbarous and horrible religions the world has ever known. Each year the Aztec priests sacrifice to their numerous gods many luckless human victims. Once you are chosen to be sacrificed you have only one chance of escape; you must compete in, and complete, an endurance and obstacle course of skill and daring to prove your worth.

Now, **you** have been chosen, and now you must discover and successfully conquer the "AZTEC CHALLENGE"!

SYSTEM REQUIREMENTS

- 1.) The Aztec Challenge Cassette or Diskette.
- 2.) Commodore® 64™ Computer.
- 3.) Commodore® Datasette Recorder or Commodore® VIC-1541™ or VIC-1540™ single drive floppy disk.
- 4.) One joystick controller.

LOADING THE PROGRAM

The AZTEC CHALLENGE is a machine language game program designed in 28K RAM which will load into any standard Commodore® 64™ Computer by following the instructions below exactly.

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT NO. 2. (It will not function in CONTROL PORT NO. 1.)

CASSETTE VERSION

1. Attach the Datasette Recorder to the computer according to the recorder's Instruction Manual. Turn on the computer and wait for the flashing cursor to appear. See that all buttons on the Datasette are not depressed and that the recorder is as far removed from the TV as possible.
2. Insert the Cassette Program Tape in the recorder with the title side facing up. Press the rewind key on the recorder to make certain the tape is fully rewound to the beginning. Now type on the computer: LOAD "AC" and press the RETURN KEY. (The computer will respond with the message: PRESS PLAY ON TAPE.)
3. Press the PLAY key on the Datasette. Immediately, the TV screen will go blank and the cassette will start moving. After a moment, the screen will return with the message, FOUND AC.
4. At this point, press the Commodore key (the key with the Commodore logo next to the shift key on the lower left of the keyboard). The screen will again go blank and the cassette will start turning again. After a moment, the screen will return with the READY message and flashing cursor.

5. Now type: RUN and press the RETURN key. The screen will blank once more and the cassette will start again. A 28K Program on cassette will take approximately six minutes to load. When the program is loaded, the cassette will stop, the screen will return and the program will begin automatically. **Note:** It is a good idea to press the stop key on the Datasette and then rewind the tape to the beginning.

DISKETTE VERSION

1. Attach the Commodore® VIC-1540™ or VIC-1541™ Disk Drive to the computer according to the Disk Drive's Instruction Manual.
2. Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
3. Insert the program Diskette and close the drive latch. Type on the computer: LOAD "AC", 8 and press the RETURN key. The computer will respond with the message, SEARCHING FOR AC.
4. After a moment, it will read, FOUND AC-LOADING. When the READY message returns, type: RUN and press RETURN. The program title card will appear and the program will start loading automatically. **Note:** It is a good idea to remove the Diskette and replace it in its envelope.

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 2. (The Joystick will not function in CONTROL PORT NO. 1). Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick has several functions in the game and the fire button is highly discriminated from the stick positions. Therefore, you should not press the fire button while holding the stick in any but the center position, or neither function will work.

PLAYING AZTEC CHALLENGE '64

The game begins with the Cosmi logo and the Title followed by the player option selection. You may choose to play as one player by pressing the function key F1; or opt for two players by pressing Function key F3.

Important Note: Until you have pressed one of the function keys, the screen will display short "previews" of the next seven levels you are about to face.

Next, the scorecard will appear showing Player 1 and/or Player 2 level and phase information as well as scores and a brief instruction for the upcoming challenge.

Important Note: Since joystick functions change from level to level, it is important to read these instructions until you are familiar with each level variation.

Flashing in the middle of the screen is the player indicator, which keeps track of whose turn it is.

Press the Fire Button on the joystick to begin the challenge. Each level will offer five lives with which to complete the ordeal. If you use up all five lives without succeeding then the scorecard returns and, if two players, it will now be player 2's turn. As long as you are unsuccessful you stay at the same level.

During each level, except level 5, the changing and building of the background music will indicate the extent of your progress. You will score points for individual achievements and receive bonus points for completing the challenge.

When all seven challenges have been successfully completed the game will continue directly into the next higher phase of difficulty.

NOTE: The RUN/STOP key on the Commodore® keyboard will start the game from the very beginning if so desired.

LEVELS

LEVEL 1 – THE GAUNTLET

You will run toward the temple while Aztecs lined up on either side throw spears at your head and feet. Push forward on the joystick to jump up and pull back on the stick to duck down. Staying in either mode for too long will cause you to fall which constitutes the loss of one life. Any contact with a spear is a kill. You will have five lives and must continue until the course is finished.

LEVEL 2 – THE STAIRS

You are climbing the stairs up the face of the temple. From the top, stone blocks are rolled down at you. All you do is dodge from side to side between the railings to avoid being flattened.

LEVEL 3 – THE TEMPLE

To enter the temple itself you run through a long, divided hallway protected by a complex security system. From the ceiling fall spears and stones. Spiked traps spring up from the floor and trap doors open before you. You never know what's coming next and no place is safe. Your options are push left on the joystick to stop running and push right to jump high.

LEVEL 4 – THE VERMIN

Deep inside the temple is a dark dungeonous place crawling with nasty creatures. Jump low by pulling back on the joystick and jump high by pushing forward. Do not touch any creature for more than a second or the powerful venom will finish you.

LEVEL 5 – THE TILES

The way out of the temple is a room covered with booby-trapped tiles. You have five chances to find a safe way across the room by hopping to any tile you wish. Make it to the door on the other side and you have escaped the temple. If you lose all five lives, the next time a new pattern of bad tiles will exist.

LEVEL 6 – THE PIRANHA

Swim across the lake that surrounds the Aztec city to reach the mountains on the other side. But the water is infested with deadly man-eating fish. You can swim in any direction to avoid the fish and you can dive under the water (by pressing the fire button) where you will be safe. However, you can stay under water only 2-3 seconds or you will drown ending the challenge. You must continue to make forward progress (up the screen) to complete the course.

LEVEL 7 – THE BRIDGE

Freedom is just a hop, a skip and a jump away. But it's across an immense gorge in the mountains, traversed by a flimsy grass bridge with holes in it. Jump low by pulling back on the joystick. Make a medium jump by pushing the stick left. Push up on the stick for the longest jump. Wait 'til the last step before jumping or you won't make it.

If you are fortunate enough to complete all seven levels, you will be challenged by three additional phases. Here the action is increasing faster and in the final phase you must attempt to complete the course at night!

SCORING

- For a win with 0 lives lost: 1000 pts.
- For a win with 1 life lost: 800 pts.
- For a win with 2 lives lost: 600 pts.
- For a win with 3 lives lost: 400 pts.
- For a win with 4 lives lost: 200 pts.

PLUS:

10 pts. for each individual achievement; dodging spears, jumping, crossing from room to room or screen to screen, etc.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again. If the program still does not load properly, try loading directly by typing, with the Cassette Version: LOAD "AZTEC", 1, 1 or with Disk: LOAD "AZTEC", 8, 1 and press return. When the READY message appears, type SYS 4096.

- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

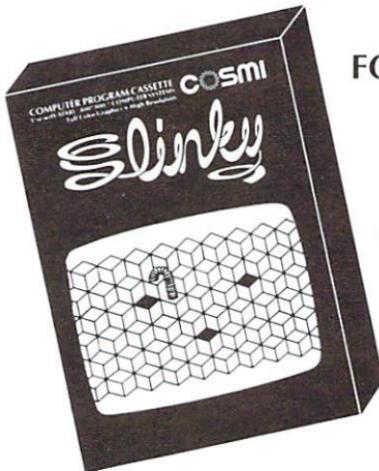
PROGRAMMER BIOGRAPHY – Paul Norman

Paul has already "stunned" the game programming world with his first Commodore® 64™ smash hit "Forbidden Forest." His imagination and talent seem inexhaustible in this lastest version of the COSMI best seller "Aztec Challenge." Paul's background as a musician again is evident in the dramatic and pulsating original musical score which accompanies the program.

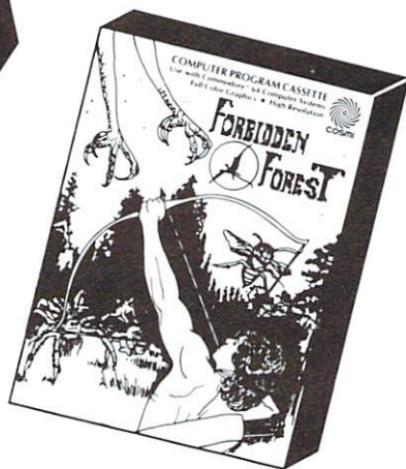
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COSMI

FOR COMMODORE® 64™



Here are some other exciting Cosmi games for the Commodore® 64™



Ask for them at your local dealer and stretch your software dollar.



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